MORTAL KOMBAT 4®

OFFICIAL

BONUS
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ARCADE SECRETS

REVISION 2

BradyGAMES
STRATEGY GUIDES

MIDWAY

OFFICIAL MORTAL KOMBAT 4 ARCADE SECRETS

By James Fink and Richard D' Angelo

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OFFICIAL

MORTAL KOMBAT 4®

ARCADE SECRETS

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KOMBAT BASICS

The purpose of this section is to better prepare you for the battles you will encounter in Mortal Kombat 4. The proper technique for performing jump kicks, uppercuts, throws, punching opponents out of the air, and even combos will be covered here. Let's begin with the Basic Moves.

Basic Moves

High Punch
HP

This is done by pressing the High Punch (HP) button. It will punch the enemy in the head.

Low Punch
LP

This is performed by pressing Low Punch (LP). It will result in a punch to the enemy's mid-section

High Kick
HK

Done by pressing the High Kick (HK) button. This will kick the enemy in the head.

Low Kick
LK

By pressing Low Kick (LK) your character will kick the enemy in his or her mid section.

Jumping High Punch
HP (while in air)

This is performed by pressing High Punch (HP) in the air. It is used to start combos.

Jumping Low Punch
LP (while in air)

This move is performed by pressing Low Punch (LP) in the air. When you hit the enemy, he or she will be knocked down.

Jumping High Kick
HK (while in air)

You perform this move by pressing High Kick (HK) in the air. This move varies from Low Kick. This kick is used to take players out of the air.

Jumping Low Kick
LK (while in air)

This move is done by pressing Low Kick (LK) in the air. This move will cause the enemy to fall at a faster rate and is harder to have knocked out of the air

Kombat Techniques

Uppercut
↓+HP
To perform this move, press High Punch (HP) while holding Down on the joystick (↓).

Ducking Low Punch
↓+LP
Press Low Punch (LP) while holding Down on the joystick (↓).

Low Mid Kick
↓+HK
Press High Kick (HK) while holding Down on the joystick (↓).

Jab Kick
↓+LK
Press Low Kick (LK) while holding Down on joystick (↓).

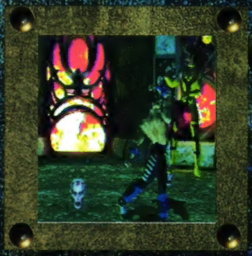
Roundhouse Kick
←+HK
Press High Kick (HK) while holding Back on the joystick (←).

Sweep
←+LK
This move is done by holding Back on the joystick (←) and pressing Low Kick (LK).

Throw
LP (next to enemy)
To perform this move when you are next to the enemy, press Low Punch (LP).

Breaker
LK (next to enemy)
To perform this move, press Low Kick (LK) next to the enemy.

Uppercuts

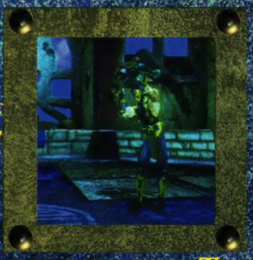


When performing uppercuts, timing is vital. Timing when and where to use your uppercut is the key. When an enemy jumps at you, wait until he or she reaches the peak of the jump, then execute your uppercut. If you do this too early, you will be hit with a kick or punch, so it is important that you react at the peak point of your enemy's jump.

Jump Kicks

Jump kicks are a major part of Mortal Kombat. When you can master the jump kick, you can begin to master the game. Firstly, always try to jump kick using the high kick button. That way, you have a better chance of performing a combo if your kick scores a hit against the enemy. Secondly, don't jump over the player with a low kick because it opens you up to being hit with an uppercut. Finally, when you perform your jump kick, add a one second delay to it in order to reduce the possibility of being punched out of the air.

THROWING

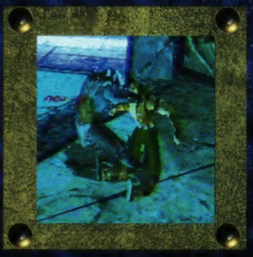


Unlike the MKs of the past, Mortal Kombat 4 has made throws a major part of game play. This section will show you how to be a good thrower. The first key to throwing is to attack the player with a barrage of high and low punches. This will make the player confused and a little uneasy. The minute an opponent drops his or her guard, perform either a breaker or a standard throw.

Another good tactic for throwing is constantly jumping over the enemy. The enemy will have to continually block your jumps. This will leave room for error, and if you keep up with it, you are guaranteed to get a throw.

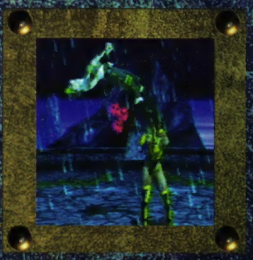
Finally, once you get a breaker throw, try to run up to the enemy and repeat it. Most opponents are good for two or three repeats before they start to successfully block your throws.

BREAKERS



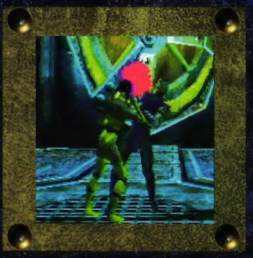
Mortal Kombat 4 has added a new type of throw. This throw is called a "Breaker" and it is usually very painful! Standing right next to the enemy and pressing Low Kick performs these moves. This is a great move which players can use to be either offensive or defensive.

PUNCHING OUT OF THE AIR

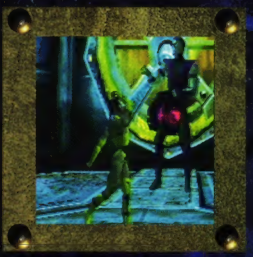


The art of punching a player out of the air is a skill that must be acquired through practice. It is not easy to do. First off, timing is the key. Unlike other versions of Mortal Kombat, the players' body sizes in MK4 do not vary too much, so you can apply the following style to most people. Wait until an enemy is at the peak point of a jump and try to punch his or her feet as he or she tries to kick you. If you time it right, you'll bounce your opponent higher into the air. Now it is up to you to start a combo.

COMBO TRAINING

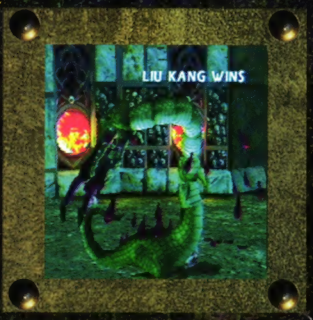


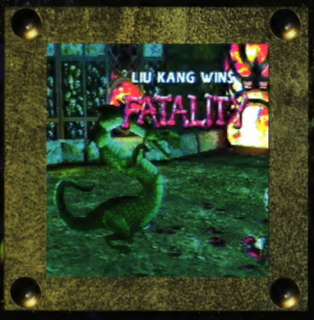
Starting a combo can be tricky. There are a few ways to start one. First, there is the preset combo system. If you hit the player with a High Punch in close, immediately do a High Kick, followed by ↓ + High Punch. This will give you an instant 3-hit combo. If you get that down, then you can add to the combo as you go.



Next, there are the combos you can do when punching enemies out of the air. This is described in greater detail in the Punching Out of the Air section. These combos will usually lead to mass damage or at least pretty-looking combos. When you master these combos, you'll be able to unleash the true powers of the characters you play.

FATALITY TRAINING





Fatalities are the best part of Mortal Kombat—the victor gets the spoils! In order to perform fatalities, there are a few things you will have to learn first. The distances are noted in one of four ways: next to, sweep distance, outside sweep, and two steps away. Look at the pictures below to get a visual idea of the different distances, and you'll be on your way to becoming a true Mortal Kombat warrior.

Johnny CAGE™

CHARACTER STORY

After Shao Kahn's defeat, Cage's soul is free to leave to a higher place. From the heavens, he observes his friends once again engaged in battle. When he learns of the war waged against the elder gods by Shinnok, Cage seeks out Raiden to help him restore his deceased soul and join Liu Kang in his quest. Once again, Johnny Cage finds himself fighting alongside Earth's warriors.

Alternate Color

Hold Start, press LP + LK + RN

Weapon: Broadsword

Birthplace:	Venice, CA
Dislikes:	LOSERS
Likes:	Himself
Favorite Food:	New York Strip Steak

Player Rating: 5.57

CHARACTER BIO

Cage was one of the original Kombatants. He fought well up until Mortal Kombat II, where he was slain. Now, after the furies have been disturbed, he has been granted life again to aid his comrades: Raiden, Liu Kang, and Sonya.

SPECIAL MOVES

Shadow Kick

← → IK

Nut Punch

BL + LP

Low Fireball

↓ ↙ ← LP

High Fireball

↓ ↘ → HP

Shadow Upper Cut

← ↓ ← HP

Cage™

WEAPON: BROADSWORD

DRAW WEAPON

→↓→ IK

THROW WEAPON AT ENEMY

→↓→ IK

SPINNING SWORD

↓LP (hold LP to continue)

OVERHEAD SLASH

← HP

UPPERCUT SLASH

← LP

STRONG CROSS SLASH

HP

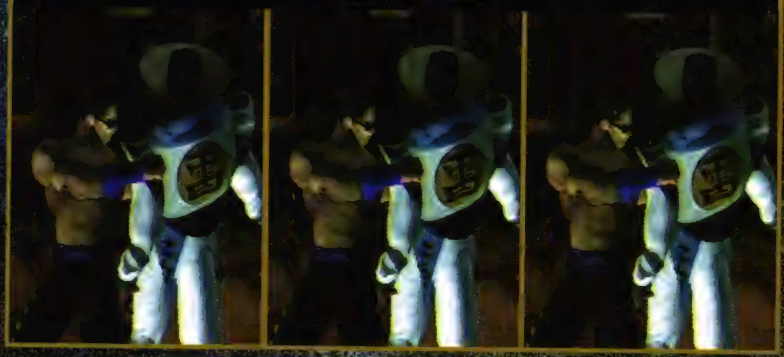
WEAK CROSS SLASH

LP

FATALITIES

Fan Level

↓ → → HK



Torso Rip

→ ← ↓ ↓ HK

Case™

COMBOS

WEAPON COMBOS

Max Damage 5 Hits, 42%: HP, HK, HK, →↓→ LK, ← +LP

3 Hits, 22%: HP, HK, →↓→ IK

3 Hits, 32%: HK, HK, ← +LP

AIR COMBOS

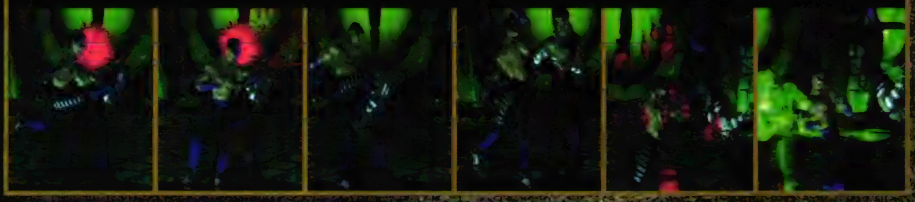
(PLAYER PUNCHES ENEMY OUT OF AIR TO START)

3 Hits, 18%: HP, Jumping HK, ← → IK

3 Hits, 17%: HP, Jumping HK, ↓↙ ← LP

GROUND COMBOS

Max Damage 6 Hits, 41%: Jump up with HK, HP, HK, ↓+HP, HP, ← → IK



6 Hits, 38%: HP, HK, ↓+HP, ← ↓ ← HP

Cage™

STRATEGIES

versus HUMAN OPPONENT

Cage is one of the best players in the game. He has a well-rounded arsenal. Don't be afraid to be aggressive with him. Just don't get too aggressive! His Shadow Kick and Shadow Uppercut are very powerful weapons, but if you miss with these, you are sure to catch a whopping uppercut.

Cage, as a defensive player is your best bet. If you keep the player away with your mixture of fireballs you will surely gain the upper hand. Also, when playing defensively, the other player will most likely become aggravated and make the mistake of attacking you. In this case, as soon as he jumps toward you, give him your Shadow Uppercut or your Nut Punch as he lands.

versus COMPUTER OPPONENT

When fighting the computer, you'll want to become very aggressive. Try to constantly jump over the computer's head with your jump punch. This will give you a great opportunity to pull off a large combo.

Be sure to wait out the computer. It will jump at you and begin some short punch combos (like HP, Shadow Kick). Continue with this strategy and you're a sure winner.

Cage's Ending Storyline

(Sounds of Wild Applause)

Cage: Wow! I don't know what to say! I guess I can start by thanking all my fans out there!

(More Wild Applause)

Cage: But that's enough of the mushy stuff. I mean, let's get real here, huh? When am I gonna get some real competition?!

(Sudden silence from crowd)

Cage: Come on! Don't get silent now! Where are all the cheers?!

(Booing from the crowd)

Cage: Hey! Wait a minute!

(Sounds of Johnny Cage being pelted and booed from the arena.)

FUJIN™

ALTERNATE COLOR

Hold Start
Press HP + LP
+ HK

WEAPON:
CROSSBOW

PLAYER RATING: 5.93

CHARACTER STORY

BETTER KNOWN AS THE GOD OF WIND, FUJIN JOINS RAYDEN AS ONE OF THE LAST SURVIVING GODS OF EARTH. THEIR COUNTERPARTS WERE DEFEATED IN A WAR OF THE HEAVENS BETWEEN SHINNOK'S FORCES AND THE ELDER GODS. HE NOW PREPARES FOR THE FINAL BATTLE BETWEEN THE FORCES OF LIGHT AND SHINNOK'S HELL-SPAWNED WARRIORS OF DARKNESS.

BIRTHPLACE:	UNKNOWN
DISLIKES:	ALL WHO MESS WITH HIS BROTHER RAYDEN
LIKES:	JET STREAMS AND RAYDEN
FAVORITE FOOD:	SPONGE CAKE
WEAPON:	CROSSBOW

CHARACTER BIO

FUJIN MADE HIS FIRST APPEARANCE IN MORTAL KOMBAT MYTHOLOGIES. HE IS ONLY KNOWN AS THE GOD OF WIND AND BROTHER OF LORD RAYDEN. HE HAS ENTERED MORTAL KOMBAT 4 TO HELP AID HIS BROTHER.

SPECIAL MOVES

LIFT

→↓→ HP

WHIRLWIND SPIN

→↓. LP (hold LP)

SLAM AFTER LIFT

←→↓ IK

KNEE DASH

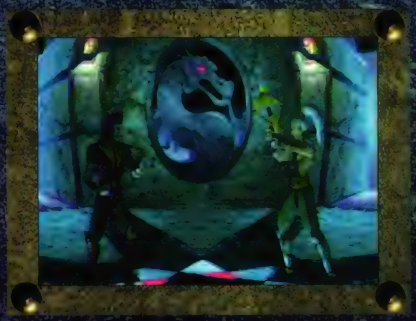
↓↘→ HK

Fujin™

WEAPON: CROSSBOW

DRAW WEAPON

← ← LP



THROW WEAPON AT ENEMY

← ← LP

SHOOT UPWARD

HP

SHOOT STRAIGHT

LP

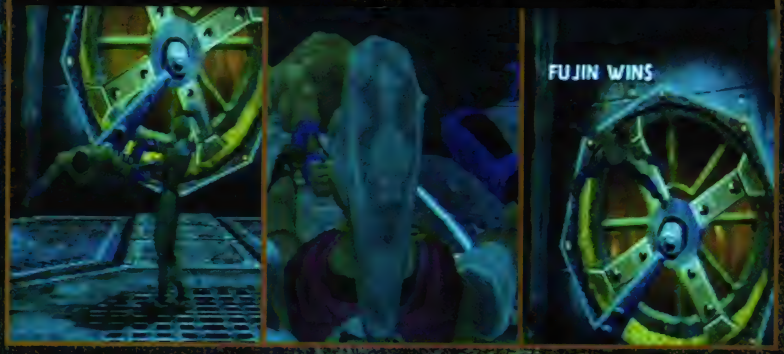
SHOOT DOWNWARD

← LP

FATALITIES

Fan Level

↓↓↓ HK



Lift and Shoot

BL + RN (7x quickly from sweep distance)

Fujin™

COMBOS

WEAPON COMBO

3 Hits, 13%: HP, HK, ← ← LP

AIR COMBO

(PLAYER PUNCHES ENEMY OUT OF AIR TO START)

6 Hits, 36%: Punch, Spear Kick, Lift, Slam, HK, Knee

GROUND COMBOS

Max Damage 5 Hits, 44%: Air Spin, Spear Kick, Lift, Slam, Punch, Knee

6 Hits, 36%: HK, HK, Lift, Slam, HK, Knee

4 Hits, 29%: Spear Kick, Lift, Slam, Uppercut

Fujin™

STRATEGIES

versus HUMAN OPPONENT

Fujin is best known for his Lift. It's one of his most important assets, yet if it's blocked, you can count on massive retaliation. In other words, use it wisely. If an enemy is jumping at you, punch him or her out of the air, then use the Lift. His Spinning Wind is also very good for setting up combos but it also has a weakness. When the enemy blocks it, Fujin becomes dizzy and vulnerable to a retaliatory combo. It is vital for your survival to draw the enemy into these moves if you plan on winning.

Fujin's best asset has to be his crossbow. This weapon lets you keep a distance from the enemy and gain control of the situation. It not only shoots straight, but up and down, as well. This is great to trap the enemy. Most importantly, remember that you must use your knee within all of your combos.

versus COMPUTER OPPONENT

While fighting the computer, the best advice is to use your Spinning Wind wisely. Be sure of the hit, or you will be punished. When fighting the computer, avoid doing the Lift after the first few opponents (they won't fall for it anymore). If you can't resist, punch the enemy out of the air, and then you can do your Lift or knee. These are the times when they are most effective.

Fujin's Ending Storyline

Fujin: Our forces of light have defeated Shinnok. Now, I must return to my duties as Earth's God of Wind.

Fellow God: You have served your element well Fujin. But we have a new mission for you.

(Flash of Lightning followed by Rayden's appearance)

Rayden: Our battle with Shinnok's forces is over. I must move on to my new position as an Elder God. And you Fujin, must take my former position as protector of Earth.

Fujin: Rayden, it will be my honor to succeed you.

Rayden: Take special care of the mortals of Earth. They are a great people, but have the ability to self-destruct. Be patient and offer your wisdom and guidance.

Fujin: Farewell Thunder God. I will not fail you.

Rayden: That is why I picked you.

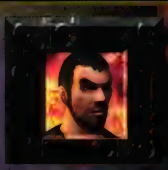
JAREK™

CHARACTER STORY

BELIEVED TO BE THE LAST MEMBER OF KANO'S CLAN, THE BLACK DRAGON, JAREK IS HUNTED DOWN BY SPECIAL FORCES AGENT SONYA BLADE FOR CRIMES AGAINST HUMANITY. WITH THE EMERGENCE OF A MUCH GREATER EVIL, SONYA FOCUSES HER STRENGTHS ON THE NEW MENACING QUAN CHI. JAREK NOW FINDS HIMSELF FIGHTING ALONGSIDE SONYA AND EARTH'S WARRIORS TO HELP DEFEAT THE EVIL ELDER GOD, SHINNOK.

ALTERNATE COLOR

Hold Start, press HP + HK + RN



BIRTHPLACE:	OUTBACK OF AUSTRALIA
DISLIKES:	SONYA AND JAX
LIKES:	CRIME AND BLACK DRAGON
FAVORITE FOOD:	RAW KANGAROO

WEAPON: CURVED SWORD

CHARACTER BIO

JAREK MAKES HIS FIRST APPEARANCE IN MORTAL KOMBAT 4. KNOWN ONLY AS THE LAST SURVIVING MEMBER OF THE BLACK DRAGON FAMILY, HE SEEKS TO BRING THE FAMILY TO THE LEVEL OF HIS PREDECESSOR, KANO.

PLAYER RATING: 6.29

SPECIAL MOVES

CANNONBALL
← → LK

UPWARD CANNONBALL
→ ↓ → HP

THROWING STAR
↓ ↙ ← LP

BACK FLIP
← ↓ ← HK

Jarek™

WEAPON: SWIVEL SWORD

DRAW WEAPON

→ → HP

THROW WEAPON AT ENEMY

→ → HP

STEP IN AND STAB

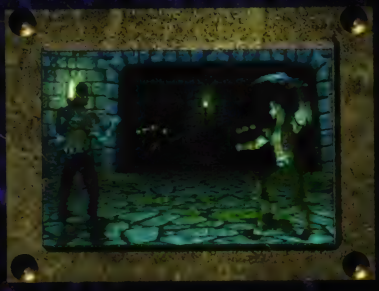
← LP

STEP IN AND SLASH NECK

← HP

UPPERCUT SLASH

HP



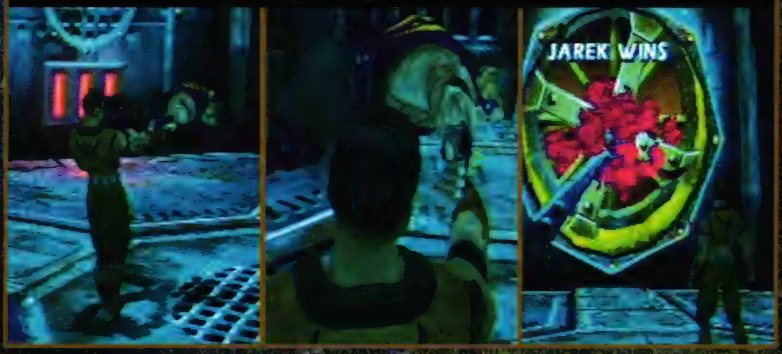
OVERHEAD SLASH

LP

FATALITIES

Fan Stage

→ ↓ → HK



Heart Rip

→ ← → → LK (next to opponent)

Jarek™

COMBOS

WEAPON COMBOS

3 Hits, 31%: HP, HP, ← → IK
(Sword must be drawn)

AIR COMBO

(PLAYER PUNCHES ENEMY OUT OF AIR TO START)

3 Hits, 19%: HP, HP, ↓↙ ← LP

GROUND COMBOS

5 Hits, 28%: HP, HK, ↓ + HP, HP, Jumping HK

6 Hits, 39%: HP, HK, ↓ + HP, HP, Jumping HK, ← → IK

Max Damage 6 Hits, 44%: Jump Kick, HP, ↓ + HP, HP, Jumping HK , ← → IK

5 Hits, 33%: Jump up with a HK, HP, ↓ + HP, HP, Jump Kick

Jarek™

STRATEGIES

versus HUMAN OPPONENT

Jarek is both a good defensive and offensive fighter. When you are far from your enemy, you should use your Ground Shaker as often as possible. As always, a good defensive player uses the projectile to keep an enemy away. Jarek has a very quick and powerful projectile. As an offensive player, you can also use your Ground Shaker, jump in at the enemy with a jump kick, and as soon as you connect, go for your Shaker. Jarek's Cannonball roll is very quick, as well. It is a good idea to use the ball after you get knocked down because it causes a large amount of damage and reacts quickly.

versus COMPUTER OPPONENT

Use your high punch to knock the computer player out of the air, then try to combo off of that. As you may already know, the computer loves to throw. One sure way to avoid that is to keep your distance. Let it attack; eventually it will jump at you. Then go for your High Punch. Jarek's Vertical Roll is also another good way to take the enemy out of the air in mid-jump. Timing is the key though, because too late and the computer will kick you out of your roll. Too early and it will block the roll and toss you around.

Jarek's Ending Storyline

Sonya: It's over, Jarek. Shinnok is dead. The good guys won. You're coming back with me!

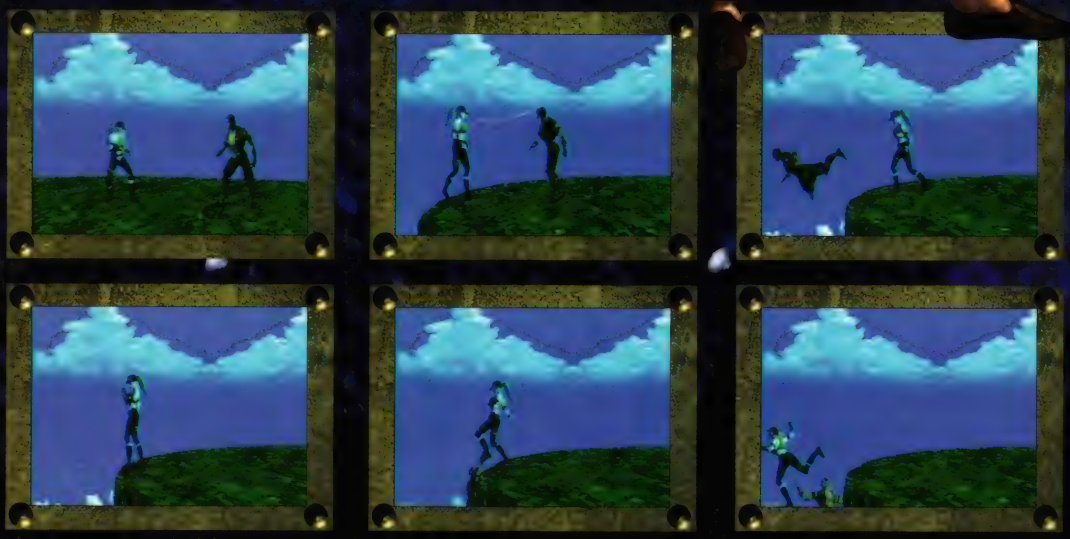
Jarek: Never, Sonya. I agreed to help defeat Shinnok. Not turn myself in to the Special Forces. The Black Dragon live on!

Sonya: The Black Dragon died with Kano. You're the last one, Jarek!

Jarek: Never! AAAAHHHHHHHHHH!

Sonya: Come in, Major Briggs. This is Lt. Sonya Blade. What?!, AHHHHHHH!

Jax: Sonya, this is Major Briggs. Sonya, this is Briggs, are you there?!



JAX™

CHARACTER STORY

When Sonya disappears while tracking the last living member of the Black Dragon, Major Jackson Briggs heads after her. He soon finds that Sonya's mission has led her into a battle with the forces of an evil elder god. This is a battle they must win, or their own world will crumble at the hands of Shinnok.

Alternate Color

Hold Start, press LP + BL + RN

Birthplace:	Brooklyn, NY
Dislikes:	Anyone who messes with Sonya
Likes:	Sonya and Football
Favorite Food:	Burgers

Weapon: Spiked Club

Player Rating: 5.93

CHARACTER BIO

This U.S. hero has been around since Mortal Kombat II. During his first appearance, he was considered the strongest man alive. But when he faced Shao Kahn in MK3, he added bionic arms to compensate for his insecurities. He enters Four with them still attached.

SPECIAL MOVES

Dash Punch

↓↙←LP

Fireball

↓↘→LP

Back Breaker

BL (in air)

Ground Pound

→→↓LK

Multi Throw

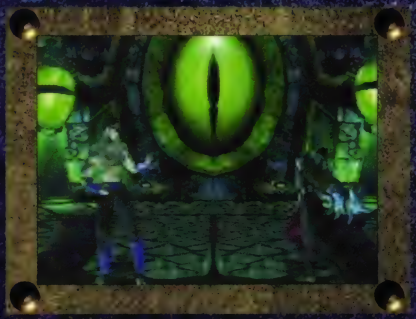
LP (close),
RN + BL + HK,
HP + LP + LK, HP + BL + LK,
HP + LP + HK + LK

Jax™

Weapon: Spiked Club

Draw Weapon

↓↘→ HP



Throw Weapon at Enemy

↓↘→ HP

Uppercut Swing

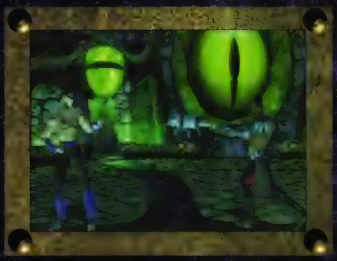
← LP

Backhand Swing

LP

Forehand Swing

→ HP



Overhead Swing

HP

FATALITIES

Fan Stage

→ → ← LK

Arm Rip

Hold LK 2 seconds, → → ↓ →, Release LK (next to opponent)

Jax ™

COMBOS

WEAPON COMBO

5 Hits, 33%: HP, HK, HK, ↓↘→ HP

AIR COMBOS

(PLAYER PUNCHES ENEMY OUT OF AIR TO START)

3 Hits, 15%: HP, HP, BL (in air)

3 Hits, 18%: HP, HP, ↓↙ ← LP

GROUND COMBOS

5 Hits, 31%: HP, HK, ↓ + HP, HP, ↓↙ ← LP

5 Hits, 36%: HP, HK, ↓ + HP, HP, Jump Kick, BL (in air)

Max Damage 6 Hits, 40%: Jump straight up with HK, then hit HP, ↓ + HP, HP, Jumping HK, ↓↘ → LP

Jax™

STRATEGIES

versus HUMAN OPPONENT

Jax is very powerful, yet he's much slower now. His best offense is his ability to be defensive. You can pretty much rule a match from the other side of the screen. Use your Ground Pound as much as possible, but be sure to have a good distance. If the enemy is too close, he or she can jump at you and combo the heck out of you. Also, when you get a good distance from the enemy, use your Fireball to keep him or her constantly moving. When the player jumps at you, you have many options. You can either High Punch, perform a Back Breaker, or you can do your Dash Punch as he or she gets closer to you.

versus COMPUTER OPPONENT

Jax is one of the more difficult characters to use if you're trying to beat the computer. Jax lacks a big arsenal for close combat. And, of course, the computer excels at close combat. So, constantly try to jump over the CPU fighter with a punch or kick to set you up for a combo. Whenever possible, use the Ground Pound in your combo as well as your Back Breaker—they are your most powerful weapons.

Jax's Ending Storyline

Sonya: It's over Jarek! Shinnok is dead. The good guys won. You're coming back with me!

Jarek: Never Sonya! I agreed to help defeat Shinnok, not turn myself in to the special forces. The Black Dragon lives on!

Sonya: The Black Dragon died with Kano. You're the last one Jarek.

Jarek: Never!

Sonya: Come in Mayor Briggs. This is Lt. Sonya Blade...what! Ahhhh!

Jax: Sonya, this is Major Briggs. Come in Sonya, this is Jax, are you there?

(Scene where Jarek steps on radio)

Jax: Going somewhere Jarek?

Jarek: Jax?! I thought you were...

Jax: You thought I was what? Dead? Like my partner you just tossed off the cliff?

Jarek: I'm, I'm sorry Jax! Please! Don't drop me! Wait, I promise...

Jax: Too late Jarek!

Jarek: You can't drop me. You have to uphold the law! You have to arrest me! Wait! Wait! This is brutality! You can't do it!

Jax: Wrong Jarek.

KAI™

CHARACTER STORY

A former member of the White Lotus Society, Kai learned his skills from the great masters throughout Asia. He journeyed to the far east after meeting his friend and ally, Liu Kang, in America. Now, they reunite to assist Raiden in his battle with Shinnok.

Alternate Color

Hold Start, press HP + BL + LK

Birthplace:	Detroit, MI
Dislikes:	Evil
Likes:	Study of Martial Arts, Shaolin
Favorite Food:	BBQ Ribs

Weapon: Spear

Player Rating: 4.0

CHARACTER BIO

Another monk from The White Lotus Society, Kai has joined up with Liu Kang to help Lord Raiden. This is his first appearance.

SPECIAL MOVES

Down Fireball

→ → LP (can be done in air)

Up Fireball

← ← HP

Handstand

BL + LK

Spin

(Only in Handstand)

Hold LP (BL to turn upright again)

Leg Kick Up

(Only in Handstand)

HK

Leg Kick Straight

(Only in Handstand)

LK

Diagonal Square Wave Punch

↓ ↘ → HP

Kai™

WEAPON: SPEAR

DRAW WEAPON

↓↙← LP

THROW WEAPON AT ENEMY

↓↙← LP

OVERHEAD SLASH

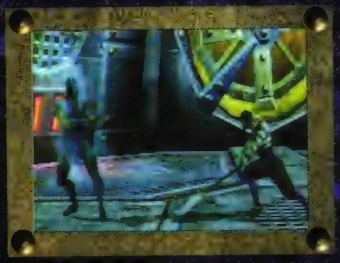
LP

UPPERCUT SLASH

HP

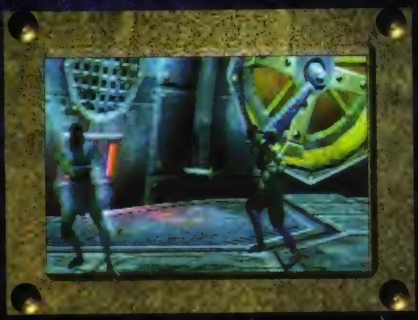
LEG TRIP

← LP



DASH AND STAB

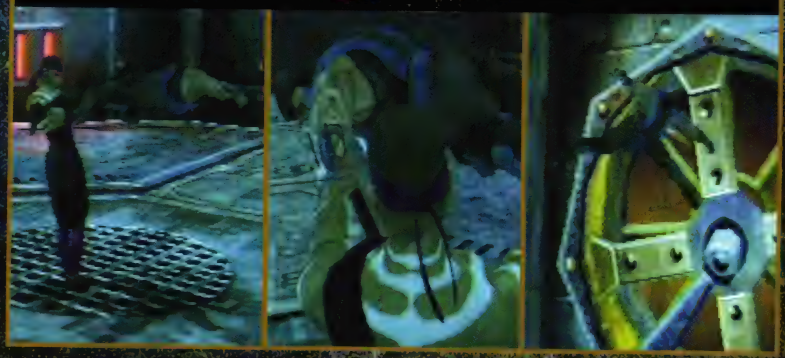
← HP



FATALITIES

Fan Stage

→ → ↓ HL



Body Rip

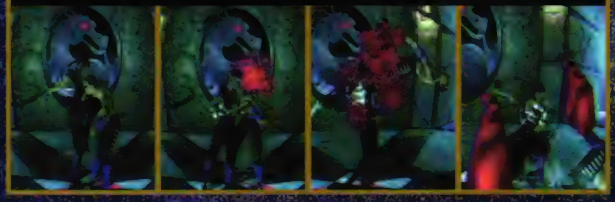
↑ → ↑ ← HK (next to opponent)

Kai™

COMBOS

WEAPON COMBOS

Max Damage 4 Hits, 33%: HP, HK, ↓↙ ← LP, ← +LP



Max Damage 6 Hits, 41%: HK, HK, ↓↙ ← LP, → +LP, → +LP, → +LP

AIR COMBO

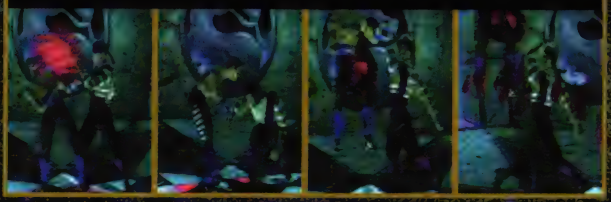
(PLAYER PUNCHES ENEMY OUT OF AIR TO START)

3 Hits, 19%: HP , Jumping HK, ↓↘ → HP

GROUND COMBOS

3 Hits, 27%: Flip on your hands and hold LP↓

4 Hits, 26%: HP, HK, ↓ + HP, Uppercut



5 Hits, 29%: HP, HK, ↓ + HP, ↓ + HP, ↓↘→ HP

Kai™

STRATEGIES

versus HUMAN OPPONENT

Well, if somebody has to be the worst. His Up and Down Fireballs have become virtually worthless. There is no apparent need to flip over and do any of his upside-down moves. Of course, we cannot forget about his diagonal dash, which only hits when an enemy is jumping at you. And even then, it works only 40% of the time. So for the best strategy, AVOID KAI. But if you do choose him, your best bet is to get as far from your opponent as possible and shoot fireballs, hoping you can catch the enemy and combo from there.

versus COMPUTER OPPONENT

Thank heaven the computer isn't too smart! Sometimes you can actually hit your enemy with fireballs. Beyond that, the only thing you can really do is get your hands on a weapon and don't let go of it. Use it any time you can. If that fails, try to jump over the enemy and start a combo from there.

Kai's Ending Storyline

Rayden: You fought well, Kai. You are now a true Shaolin warrior.

Kai: Thanks Rayden, but I'm not interested in becoming a Shaolin warrior anymore.

Rayden: What will you do next?

Kai: I don't know. Wander the earth, search for my soul, that kind of thing.

Rayden: Well, perhaps you could use this on your journey.

Kai: Your lightning staff?!

Rayden: It holds the power of thunder and lightning. Wield it wisely for it can show you the way to immortality. You've earned it.

Kai: Thank you, Rayden. I will not fail.

LIU KANG™

CHARACTER STORY

Still the immortal champion of Mortal Kombat, Liu Kang finds himself venturing into the realm of Edenia to rescue the princess Kitana from the vile clutches of Quan Chi. Unsuccessful in his mission, Liu returns to Earth and mounts an effort to bring together Earth's greatest warriors. He does it this time not only to free Kitana's home world, but also to assist his mentor and Earth's protector, Rayden.

Alternate Color
Hold Start and press
BL + HK + LK

Birthplace:	Hong Kong, China
Dislikes:	All Evil
Likes:	His temple, Kitana, and Life
Favorite Food:	Tuna on rice

Weapon: Dragon Sword

CHARACTER BIO

Kang made his debut appearance in the first Mortal Kombat. Since then, he has become champion of the tournament, been defeated, and then won it again. He enters MK4 to aid his friend, Rayden, in the battle against Shinnok.

Player Rating: 6.64

SPECIAL MOVES

High Fireball

→ → HP

Air Fireball

→ → HP (in air)

Low Fireball

→ → LP

Flying Kick

→ → HK

Bike Kick

Hold LK 3 seconds, then release

Liu Kang™

WEAPON: DRAGON SWORD

DRAW WEAPON

← → LK

THROW WEAPON AT ENEMY

← → LK

DOWNWARD SLASH

LP

STEP AND STAB

HP (repeat for continuous slashes)

DASH STAB

← HP

TURN AND SLICE

← LP

FATALITIES

Fan Stage Fatality

→ → ← LP

Dragon Fatality

(a little past sweep distance) → → → ↓ BL + LK + HK

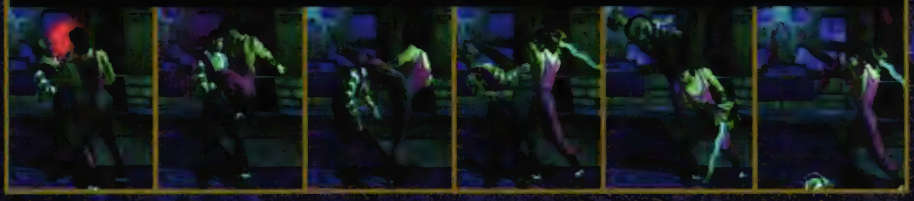
Liu Kang™

COMBOS

WEAPON COMBOS

Max Damage 9 Hits, 44%: HK, (Hold →) + HP, HP, HP, HP, HP, HP, HP, HP

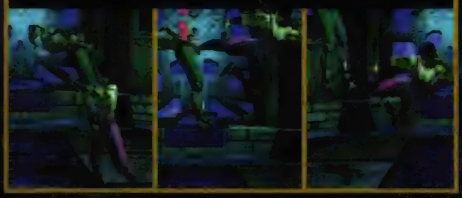
Max Damage 6 Hits, 46%: HP, HK, HK, ← → LK, → +LP, → → LP



AIR COMBOS

(PLAYER PUNCHES ENEMY OUT OF AIR TO START)

3 Hits, 19%: HP, Jumping HK, → → HK



3 Hits, 14%: HP, HP, → → LP

5 Hits, 31%: HP, HP, Jumping HK, Bike Kick, Flying Kick

GROUND COMBOS

6 Hits, 33%: HP, HK, ↓ + HP, HP, Jumping HP, → → HP (in air)

5 Hits, 33%: Jump Straight Up HP, HP, ↓ + HP, Bike Kick, → → HK

4 Hits, 33%: Jumping HK, Bike Kick, Flying Kick, → → LP

Liu Kang™

STRATEGIES

versus HUMAN OPPONENT

To sum up Liu Kang in as few words as possible, "HE IS THE BEST." He is the finest all around character in the game. He is very well balanced and he's powerful. When fighting a human player, you have many choices of how to play. First, if you want to be a defensive player, all you have to do is run away and shoot fireballs in the air, on the ground, or right at your opponent. If the player avoids them, let 'im have the Bike Kick if he or she jumps or gets too close, use your Flying Kick to fly away from them.

Now if you want to play Kang offensively, then you must first master the Bike Kick. Always have this move charged. Jump over the player's back with tons of jumping high punches or kicks, then as soon as one hits, release low punch and nail him or her with your Bike Kick. Kang is by far the cream of the crop!

versus COMPUTER OPPONENT

Once again, when fighting the computer, a lot of your moves will become useless. The computer does not make the same mistakes as a human. However, it does make mistakes of its own. Start by doing a lot of fireballs in mid-air. Try to make them go around the enemy's head region. These will more than likely connect. If the computer gets in close, try to jump over the opponent's back and give it a jump kick followed by a Bike Kick or a Flying Kick. Any time you try to get the computer in a breaker, it won't work more often than not, but it looks real nice. You can probably make it work on the first two opponents. After that, it's a 50/50 chance at best.

Liu Kang's Ending Storyline

Liu Kang: The war is over. I have once again defended my title as champion of Mortal Kombat and defended the realm of Earth. But I have failed to save the realm of Edenia. In doing so, I have also lost Kitana—forever.

Kitana?!

Kitana: Yes, Liu Kang. It is I.

Liu Kang: But I thought...

Kitana: With Shinnok's destruction, you have not only saved the Earth, but you've also saved my own realm. For that, I can never repay you.

Liu Kang: Knowing that you survived is all that I need.

Kitana: As heir to the throne of my realm, I offer you the chance to rule at my side. As King of Edenia—forever.

Liu Kang: I cannot accept your offer. I belong here on Earth as champion of Mortal Kombat.

Kitana: Then I wish you good luck, Liu Kang, on all your journeys.

Liu Kang: Goodbye, Princess Kitana.

QUAN CHI™

CHARACTER STORY

A free-roaming sorcerer, powerful in the black arts, Quan Chi uses his abilities to free the now evil elder god Shinnok from his confines in the netherealm. In exchange for his services, Shinnok has granted Quan Chi the position of arch-sorcerer of his now expanded netherealm.

Alternate Color

Hold Start, press HP + HK + RN

Weapon: Curved Knife

Birthplace:	Unknown
Dislikes:	All
Likes:	All who cater to him
Favorite Food:	Raw clams

CHARACTER BIO

Quan Chi is a sorcerer who made his first appearance in Mortal Kombat Mythologies. He was responsible for the death of Scorpion and his family. This sorcerer returns in Mortal Kombat 4 to help his Lord Shinnok gain vengeance on Raiden.

Player Rating: 6.00

SPECIAL MOVES

Slide
→ → HK

Weapon Steal
→ ← HP

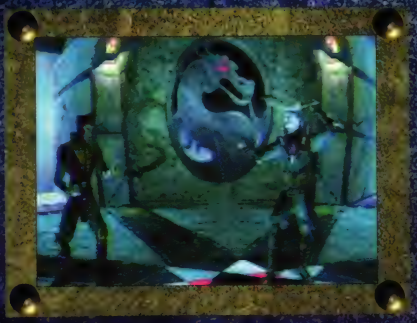
Teleport Dance
→ ↓ IK

Skull Throw
→ → LP

Air Throw
BL (in air)

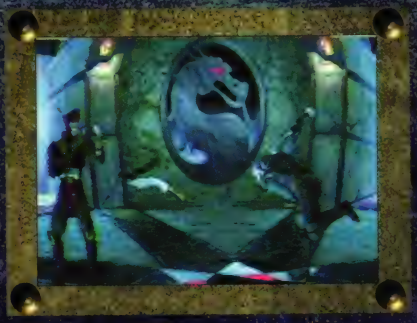
Quan Chi™

WEAPON: CURVED DAGGER



DRAW WEAPON

↓↙← , HK

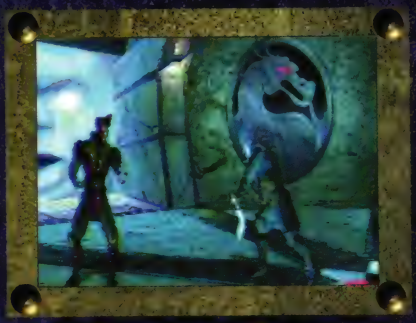


THROW WEAPON AT ENEMY

↓↙← , HK

UPPERCUT SLASH

HP



OVERHEAD SLASH

LP

STEP AND SLASH NECK

← LP or HP

FATALITIES

Fan Stage

→ → ↓ HP

Leg Rip and Pound

Hold LK, → ↓ → Release LK

Quan Chi™

COMBOS

WEAPON COMBOS

3 Hits, 29%: HP, HK, ↓↙ ← HK

4 Hits, 35%: (with dagger drawn) HK, HK, HP, →, →, LP

AIR COMBO

(PLAYER PUNCHES ENEMY OUT OF AIR TO START)

3 Hits, 13%: HP, HP, → → LP

GROUND COMBOS

5 Hits, 38%: HP, HK, ↓ + HP, ↓ + HK, → ↓ LK (Evil Dance)

5 Hits, 28%: HP, HK, ↓ + HP, ↓ + HK, → → LP (Skull)

6 Hits, 39%: HP, HK, ↓ + HP, HP, Jumping HK, BL (Air Throw)

Quan Chi™

STRATEGIES

versus HUMAN OPPONENT

For starters, Quan Chi as a boss is weak, so why would you think he'd be a strong playable character? He does possess some good qualities, though. First off, when the enemy draws a weapon quickly, perform his Weapon Steal to take his or her weapon away. When the enemy jumps at you, be sure to use your Teleport Dance to take him or her out of the air. This move is very quick, so it shouldn't be too hard to time. When you feel that the battle is too hot to handle, retreat to the other side of the screen and throw your Green Skulls at the enemy. This should get you by when using Quan Chi. If all else fails, run—he's a good runner.

versus COMPUTER OPPONENT

When fighting the computer, avoid using your Teleport Stomp too much, especially when fighting someone with an air throw. Your opponent will block it and counter you. One of your best bets is to hope that an enemy draws his or her weapon. Then you can steal it. If the computer does jump at you, counter it with the Teleport Stomp. Also, avoid using too many Green Skulls. After a while, the computer will start jumping over them.

Quan Chi's Ending Storyline

Shinnok: As payment for your loyal services, Quan Chi, I grant you the gift of your existence.

Quan Chi: My existence?!

Shinnok: Understand sorcerer, I consume all energies including the life forces of all that live. But I shall spare you.

Quan Chi: If it weren't for me, you would still be a tortured soul, rotting in the pit of the Netherealm.

Shinnok: You dare question me?!

Quan Chi: I do more than question you, Shinnok! I challenge you!

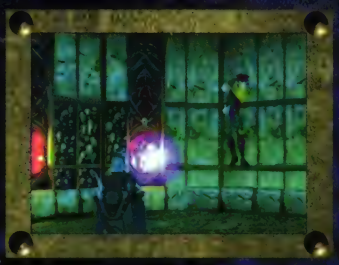
Shinnok: Then you shall die!

Shinnok: (startled) What?!

Quan Chi: Your powers are useless against me.

Shinnok: How can this be?

Quan Chi: I am in possession of your once sacred amulet. Years ago, I delivered to you an exact duplicate while I retained the original. I even fooled Raiden. Now I am ruler supreme and you, Elder God, are finished.



RAYDEN™

CHARACTER STORY

The god of thunder returns to Earth after the defeat of Shao Kahn, but finds a new threat when Shinnok's forces, led by Quan Chi, attack the elder gods. With the heavens in disarray, Rayden exists as one of the last gods of Earth. He must come to the aid of his elders and put an end to the villainous reign of his ancient enemy.

Alternate Color
Hold Start and press
LP + BL + HK

Weapon: Wooden Hammer

Birthplace:	Unknown
Dislikes:	Anyone who messes with his Earth Realm
Likes:	Good People and Lightning
Favorite Food:	Nuclear Buffalo Wings

Player Rating: 6.57

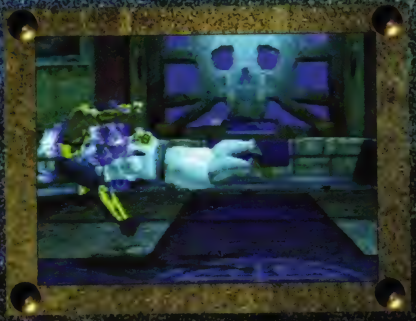
CHARACTER BIO

Rayden has been around since Mortal Kombat and Mortal Kombat II. He was kept from participating in Mortal Kombat 3. But he now enters Mortal Kombat 4 to help prevent Shinnok from taking his power to the Earth Realm.

SPECIAL MOVES

Fly

→ → IK



Electric Fireball

↓↙ ← LP

Teleport

↓↑

Rayden™

WEAPON: WOODEN HAMMER

DRAW WEAPON

→ ← HP

THROW WEAPON AT ENEMY

→ ← HP

UPPERCUT SWING

← LP

BACKHAND SWING

LP

FOREHAND SWING

HP

OVERHEAD SWING

← HP

FATALITIES

Fan Stage

↓ → ← BL

Electric Shock

(next to opponent) → ← ↑ ↑ HK (it's easier if you hold BL)

Rayden™

COMBOS

WEAPON COMBOS

Max Damage 5 Hits, 40%: HK, HK, → ← HP, Jumping HP, Fly

3 Hits, 27%: (with hammer drawn). ← +LP, ← +LP, Fly

AIR COMBOS

(PLAYER PUNCHES ENEMY OUT OF AIR TO START)

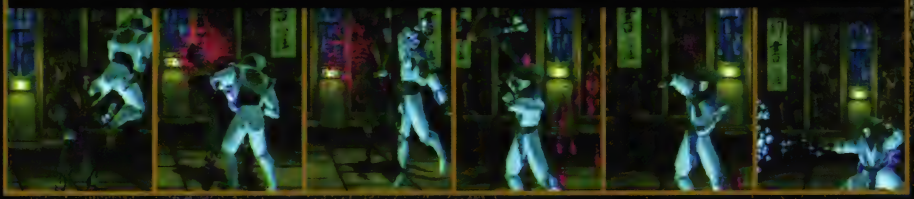
3 Hits, 19%: HP, Jumping HP, Fly

3 Hits, 16%: HP, HP, Electric Shock

GROUND COMBOS

6 Hits, 36%: HP, HK, ↓ + HP, HP, Jump HP, Fly

6 Hits, 38%: Jumping HP, HP, HK, ↓ + HP, HP, Electric Fireball



Max Damage 6 Hits, 40%: Jumping HP, HP, HK, ↓ + HP, Jumping HK, Fly

Rayden™

STRATEGIES

versus HUMAN OPPONENT

Rayden is very powerful as always. This time, he comes packed with a heavy wooden hammer. When fighting other people, it is always good to have the hammer drawn. If you hit the enemy with the Uppercut Swing, you can always get a huge combo. When the player you're fighting is running, Teleport right up and stay on top of him or her. His Fly is now much easier to pull off. Use the fly move to take players out of the air. Also, when an enemy gets too hard to handle, you can run back while shooting electric projectiles. Rayden is good both offensively and defensively. He is a very well rounded player.

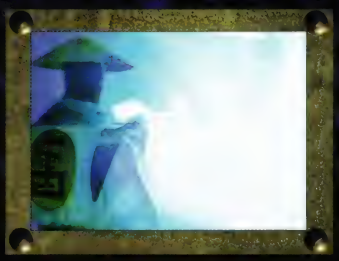
versus COMPUTER OPPONENT

When you fight the computer, avoid over-using your Fly. When you get past the first player, the computer will block it and counter you. Your best bet versus the computer is to jump over its back, and only do your Fly when you score a hit. In some instances, you can punch the computer out of the air. When you do this, be sure to teleport behind the opponent and do a breaker. When the computer jumps at you, it is a good idea to have your hammer drawn. This is a great weapon to take players out of the sky.

Rayden's Ending Storyline

One of the Elder Gods: Rayden, for many ages, you have protected the Earth realm from the forces of evil. You have earned your place among us. With your ascension into the path of the elder gods, you must choose your successor as the new protector of Earth.

Rayden: With the aid of Earth mortals, I have once again managed to defeat Shinnok and his minions. I choose Fujin. He will guide the mortals of Earth as they move into the next millennium.



REIKO™

CHARACTER STORY

Once a general in Shinnok's armies, Reiko led the forces of darkness into the battle against the elder gods. Once thought killed during that onslaught, he resurfaces and joins the battle against Earth's forces.

Alternate Color

Hold Start, press RN + LK + HP

Weapon: Spiked Club

Player Rating: 6.2

Birthplace:	Unknown
Dislikes:	Sub-Zero
Likes:	Fighting
Favorite Food:	Broiled Swordfish

CHARACTER BIO

Reiko is a newcomer, a wildcard of sorts. He makes his first appearance in Mortal Kombat 4. The emblem on his uniform leads us to believe he works for Shinnok. It is said that he is an ally to Kia, Seerena, and Jataaka and is also a general in Shinnok's army.

SPECIAL MOVES

TELEPORT SLAM

↓↑ then BL when near enemy

NINJA STARS

↓↘→ LP

FLIP KICK

←↙↓↘→ HK

SPIN BEHIND

←→ IK

Reiko™

WEAPON: SPIKED CLUB

DRAW WEAPON

↓↙← HP

THROW WEAPON AT ENEMY

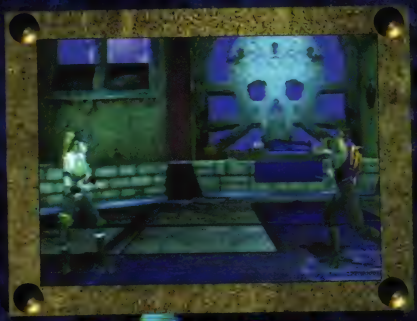
↓↙← HP

UPPERCUT SWING

← LP

OVERHEAD SWING

← HP



BACKHAND SWING

LP

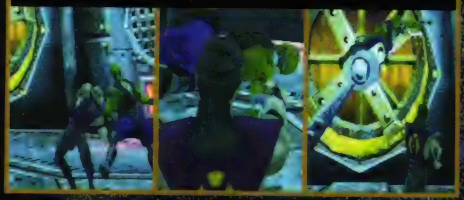
FOREHAND SWING

HP

FATALITIES

Fan Stage

↓↓← IK



Torso Kick

(next to opponent), →↓→ HK + LK + BL + LP

COMBOS

WEAPON COMBO

5 Hits, 33%: HP, HK, HK, ↓↙← HP

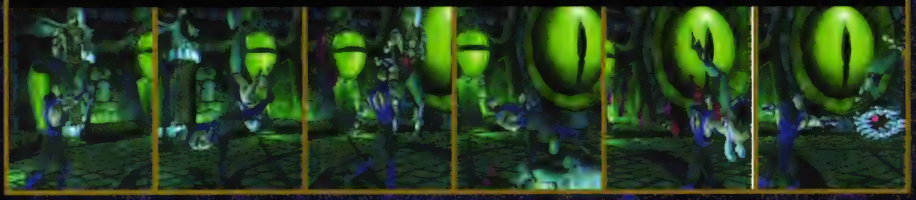
Reiko™

AIR COMBOS

(Player punches enemy out of air to start)

4 Hits, 23%: HP, Flip Kick, Jumping HK, Teleport Slam

6 Hits, 33%: HP, Flip Kick, Uppercut, Flip Kick, HP, ↓↘→ LP



GROUND COMBOS

5 Hits, 34%: HK, HK, Flip Kick, HP, Teleport Slam

4 Hits, 23%: Punch, Flip Kick, Jump LK, Teleport Slam

Max Damage 7 Hits, 46%: HK, HK, Flip Kick, Uppercut, Flip Kick, HP, ↓↘→ LP

5 Hits, 34%: Flip Kick, Uppercut, Flip Kick, Jumping LK, Teleport Throw

7 Hits, 45%: Jump up with a Jumping HK, HP, HK, ↓ + HP, Flip Kick, Jumping HK, Teleport Slam

Reiko™

STRATEGIES

versus HUMAN OPPONENT

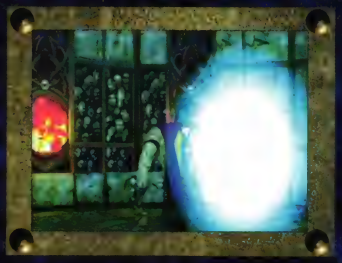
While fighting, use your Flip Kick when the enemy jumps at you. When the fight gets too hot to handle, do his side teleport move to get away from the enemy. Use his stars to keep the enemy away from you. When playing defensively, wait until the enemy throws a projectile and then do your Teleport Slam before he or she has a chance to recover. His Flip Kick is very strong. Use it as often as possible, as it is his most powerful attack. Be sure to follow it with an uppercut to give that extra beating to the enemy. Overall, Reiko is a very lethal character.

versus COMPUTER OPPONENT

Reiko seems to be the only player that the computer is not too keen on. It seems that it will fall for the Flip Kick 75% of the time. This means that you will have the option of performing large combos on the computer. When the computer throws a projectile, use your Teleport Slam to get in behind the opponent. Be sure to be very quick with it, because with any delay, the computer will recover and then uppercut you. Try to get in behind the computer player with your Teleport, mixing the teleport in with the Teleport Slam to throw the computer off guard. Remember most importantly to utilize your ability to move to the other side of the screen. It may be defensive but it helps set you up to be offensive.

Reiko's Ending Storyline

Reiko, standing alone, facing his destiny. As he slowly enters the luminescent portal that appears before him, no one knows the challenges that await him on the other side.



REPTILE™

CHARACTER STORY

A general in Shinnok's army of darkness, Reptile once belonged to an extinct race of reptilian creatures. He was banished to the netherealm for committing genocide against several species. Responsible for the death of millions, Reptile is a dangerous ally to the forces of evil.

Alternate Color
Hold Start, press LP + BL + LK

Weapon: Battle Axe

Birthplace:	Outworld
Dislikes:	Humans and Elder Gods
Likes:	Destruction and his race of Reptilians
Favorite Food:	Crickets and Lady Bugs

CHARACTER BIO

Reptile made his debut in Mortal Kombat as a hidden character. Then in Mortal Kombat II, he became a playable character. He has since developed many skills and has become a bodyguard for sorcerers and gods alike. He enters MK4 to aid Shinnok.

Player Rating: 7.07

SPECIAL MOVES

Acid Spit

↓↘→ HP

Dash Punch

←→ LP

Invisibility

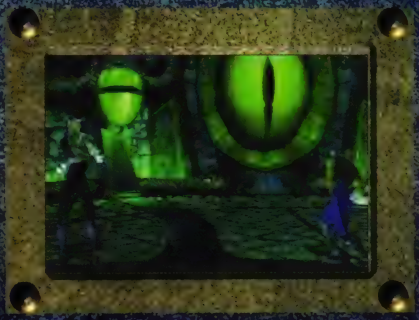
BL + HK

Super Crawl

←→ LK

Reptile™

WEAPON: BATTLE AXE



DRAW WEAPON

← ← LP

THROW WEAPON AT ENEMY

← ← LP

SPINNING BLADE

← HP (hold HP for continuous spin)

UPPERCUT SWING

HP

DOWNWARD SLASH SWING

LP

STEP AND SLASH NECK

← LP

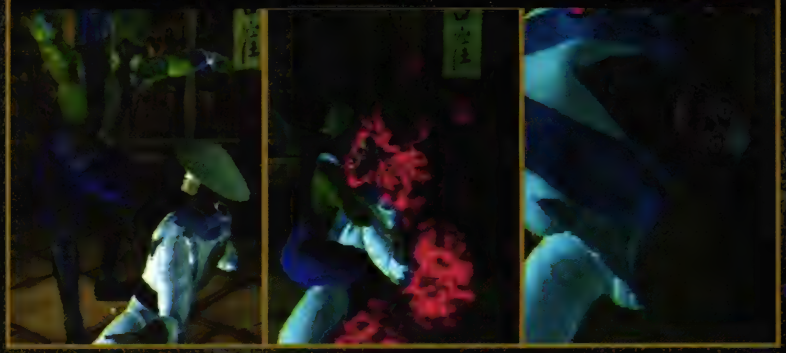
FATALITIES

Fan Stage

↓ → → LP

Face Eat Fatality

Hold HP + LP + LK + HK, and press up (next to opponent)



Reptile™

COMBOS

WEAPON COMBOS

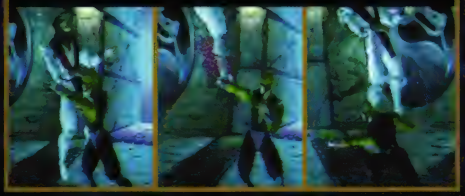
4 Hits, 24%: HP, HK, HK, ← ← LK , Hold ← and IK

4 Hits, 31%: HK, → +LP, HP, ← → IK

AIR COMBOS

(PLAYER PUNCHES ENEMY OUT OF AIR TO START)

3 Hits, 13%: HP, HP, ← → LP



3 Hits, 18%: HP, Jumping HK, ← → IK

GROUND COMBOS

7 Hits, 40%: HP, HK, ↓ + HP, HP, ← → LK, ← → LP

Max Damage 7 Hits, 42%: HP, HK, ↓ + HK, Uppercut, ← → LK, ← → LP

Reptile™

STRATEGIES

versus HUMAN OPPONENT

Reptile isn't the strongest, but he is the fastest. He is quick enough to score many little hits against an opponent. These hits can add up to massive damage. When a player attacks you from the air, High Punch him out, then perform your Crawl move to pop him up for a combo. If you get the chance to try out the Invisibility, do it from afar. It takes too long to execute in close, so you'll likely get knocked out of it. When you find yourself running from an opponent, use your Acid Bubbles from the other side of the screen. Do not use this move in close, because if you miss, you are left wide open for a combo. Last but most importantly, get the ax out—it is very quick and very powerful. You can pretty much dominate a match with this weapon drawn.

versus COMPUTER OPPONENT

When fighting the computer, Reptile will dominate the first opponent but after that, it gets tough. First, your crawl move does not work consistently. The computer will block it most of the time. So if you do pull this move off, try for a big combo. Secondly, Reptile's Acid Bubbles become more valuable against the computer. They will more likely hit a computer opponent than not. After you knock the computer down with your Low Dash Punch or your Crawl, run up and try to get a breaker. Finally, don't even bother trying to turn invisible against the computer—it still sees you, even if you don't!

Reptile's Ending Storyline

Reptile: Quan Chi, I have served our lord Shinnok well in the destruction of Earth's warriors.

Quan Chi: Yes. We are most appreciative of your efforts.

Reptile: Now I wish to return in time to my home world—before it was destroyed at the hands of Shao Khan. As the new ruler supreme of all reality, Shinnok alone has the power to grant me this wish.

Quan Chi: You dare make such an impetuous request from your lord and master?!

Reptile: It is a simple request for one of such great power.

Quan Chi: It is also not worth his attention.

Reptile: I demand it! If it were not for warriors such as myself, his attack against Raiden's forces would have failed!

Quan Chi: Perhaps you should convey your feelings to Shinnok himself?

Reptile: What?!

Shinnok: Infidel!! You are in no position to demand anything! I could kill you with a mere thought.

Reptile: But... We had a deal!

Shinnok: A deal? I'm not a God of my word, Reptile. All deals are off!

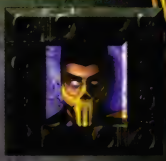
SCORPION™

CHARACTER STORY

In hopes of gaining Scorpion as a new ally in the war with the Elder Gods, Quan Chi makes the dead ninja an offer he cannot refuse—life. In exchange for his services as a warrior against the Elders. Scorpion accepts, but hides under ulterior motives.

Alternate Color

Hold Start, press HP + BL + HK



Weapon: Broadsword

Player Rating: 6.71

Birthplace:	Osaka , Japan
Dislikes:	People who killed his family
Likes:	Life and his family
Favorite Food:	Dead men don't eat

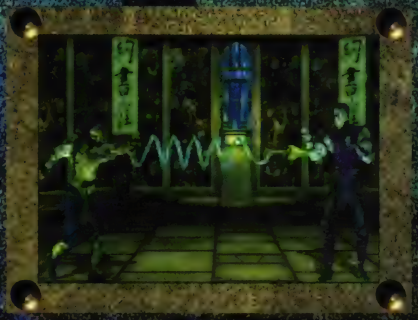
CHARACTER BIO

This ninja made his first appearance during Mortal Kombat 1 as a lost soul bent on avenging his death by the hand of Sub-Zero. His journey has carried him all the way to Mortal Kombat 4.

SPECIAL MOVES

Harpoon

← ← LP

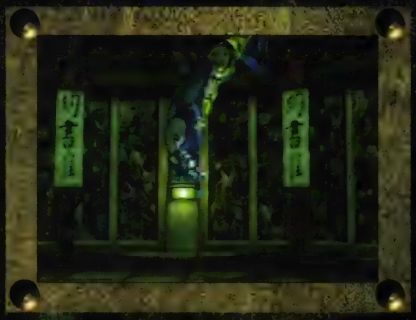


Teleport

↓↙ ← HP

Fire Breath

↓↘ → LP



Air Throw

BL (in air)

Scorpion™

WEAPON: BROADSWORD

DRAW WEAPON

→ → HK

THROW WEAPON AT ENEMY

→ → HK

DOWNWARD SLASH

HP

UPPERCUT SLASH

← LP

SPINNING BLADE

↓ LP (hold LP for continuous spin)

CROSS SLASH

← HP

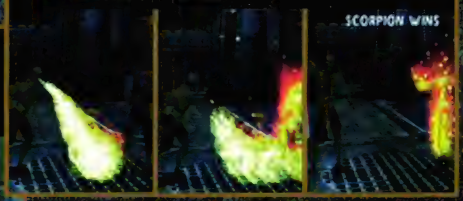
UNDERHAND SLASH

LP

FATALITIES

Fire Breath Fatality

← → → ← BL (sweep distance)



Fan Stage

→ ↓ ↓ LK

COMBOS

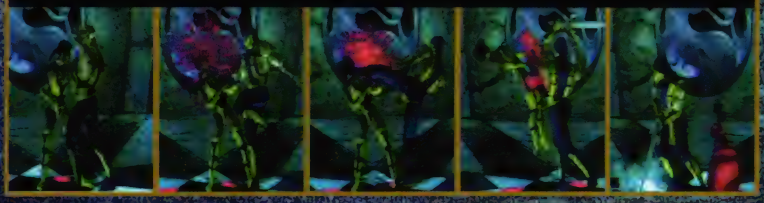
WEAPON COMBOS

3 Hits, 15%: (hold) ↓ + HP
(Broadsword)

Max Damage 8 Hits, 48%: HP, Jumping HK, Teleport, Spear, HP, HK, HK, → → HK, HK

Scorpion™

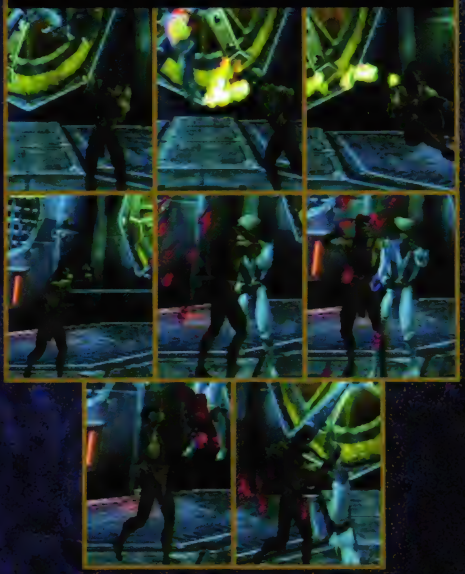
Max Damage 5 Hits, 42%: HP, HK, HK, → → HK, ← +LP



AIR COMBOS

(Player punches enemy out of air to start)

Max Damage 8 Hits, 45%: HP, Flame, Teleport, Spear, HP, HK, ↓ +HP, Uppercut



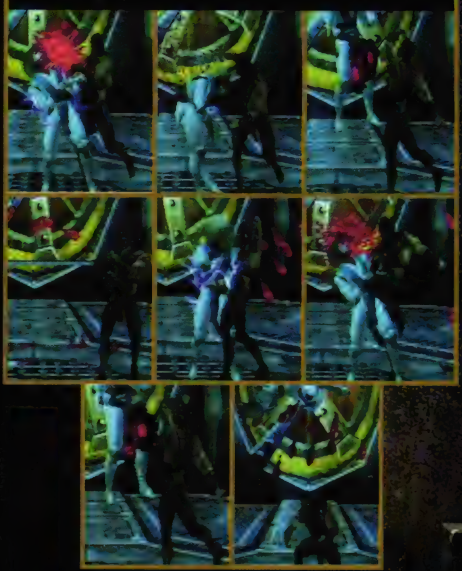
7 Hits, 43%: HP, Teleport, Spear, HP, HK, ↓ +HP, Jumping HK, Air throw

Max Damage 7 Hits, 42%: Jumping HK (in air), Teleport, Spear, HP, HK, ↓ + HP, Fire Breath

GROUND COMBOS

6 Hits, 44%: HK, HK, Spear, HP, HK, ↓ + HP, Air Throw

Max Damage 8 Hits, 46%: HP, HK, ↓ + HP, Spear, HP, HK, ↓ + HP, Uppercut



5 Hits, 31%: HP, HK, ↓ + HP, Spear, Uppercut

Scorpion™

STRATEGIES

versus HUMAN OPPONENT

Scorpion is back and as powerful as ever. When an enemy jumps at you, you can do Scorpion's old combo with a new twist, like Fire Breath. He is still a good defensive player and you should use your Teleport to catch the enemy off guard when he or she is on the other side of the screen. If the player jumps at you, you're sure to get a High Punch onto a Teleport combo. When players throw projectiles at you, Teleport and you are sure to get the upper hand. When a player jumps at you, another good defense is to do your Air Throw. He may not be the most exciting character, but he is surely going to prove himself as a powerhouse fighter. Try to catch players off guard by jumping over them with a jump kick. If it connects, do your Teleport once again to set up for a combo. If not, then go for a breaker.

versus COMPUTER OPPONENT

When fighting the computer, try to jump over its back as often as possible. The computer is less likely than a human to block it. This is a great way to set up for really big combos. You can play the computer pretty much offensively, but be wary of the computer's throws. Whenever you are both in the air, lead with a jump kick and immediately go into an Air Throw. If the computer does any projectile, try to jump over it with a kick and go into a Spear right after. This is another great way to set up for some killer combos.

Scorpion's Ending Storyline

Scorpion: By defeating you, Sub-Zero, I have avenged the deaths of my family and clan. Now my soul can finally rest.

Sub-Zero: Your soul will never rest, Scorpion. The Lin Kuei may have been responsible for your murder, but your family's true killer still remains free.

Scorpion: If you are not the murderer, then who is?

Quan Chi: I am the one you seek. To defeat my nemesis, Sub-Zero, I needed the power of a specter. You've done my bidding well, Scorpion. But now I must return you to the Netherealm.

Scorpion: Never!

Quan Chi: Noooooooooo!

SHINNOK™

CHARACTER STORY

Banished to the netherealm for crimes committed against his once fellow elder gods, Shinnok is freed from his confines by Quan Chi. With the aid of a traitor, he then is able to overtake the realm of Edenia. From there, he wages a war against the elder gods and awaits a chance to enact revenge against the god who banished him there—Raiden.

Alternate Color
Hold Start, press HP + LP + BL

Weapon: Spear

Birthplace:	Unknown
Dislikes:	Raiden and the other Elder Gods
Likes:	Power and Revenge
Favorite Food:	Sardines

Player Rating: 2.79

CHARACTER BIO

Shinnok made his first appearance in Mortal Kombat Mythologies. This fallen elder god seeks revenge on Lord Raiden for imprisoning him in the netherealm.

SPECIAL MOVES

IMPERSONATIONS

Sub-Zero: ↓ ← LP

Scorpion: → ← LP

Quan Chi: ← → ← → LK

Reiko: ← ← ← BL

Liu Kang: ← ← → HK

Jarek: ← ← LK

Sonya: → → → HP

Tanya: ← → ↑ BL

Johnny Cage: ↓ ↓ HP

Kai: → → LK

Fujin: → → ← HK

Rayden: ↓ → → HP

Reptile: ← ← → BL

Jax: → ↓ → HK

Shinnok™

WEAPON: SPEAR

DRAW WEAPON

← → LP

THROW WEAPON AT ENEMY

← → LP

STEP IN/OVERHEAD SWING

LP

UPPERCUT SWING

HP

DASH AND STAB

← HP

LEG TRIP

← LP

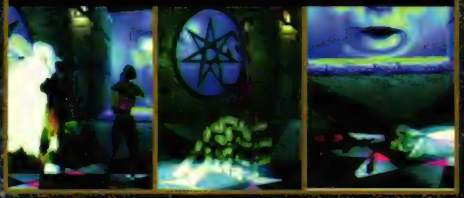
FATALITIES

Fan Stage

↓↓→ HK

Hand Crush

↓←→↓ RN (next to opponent)



COMBOS

As you may notice, Shinnok does not have any moves of his own. Shinnok has the ability to impersonate any of the fighters in the game. So, combos are strictly dependent on whoever he imitates. Here's a look at some of his impersonations.

Shinnok as Kai

Shinnok™

Shinnok as Jarek

Shinnok as Liu Kang

Shinnok as Reiko

Shinnok as Fujin

Shinnok™

STRATEGIES

versus HUMAN OPPONENT

As far as Shinnok goes, he is not a very powerful character by himself. He isn't too fast and he is not too strong, by himself. But what he does possess is the ability to impersonate his enemies or any other character he chooses. The person and character you are fighting against will help determine which character you should impersonate when using Shinnok. There are some basic strategies you should use in order to be successful with him. Unlike Shang Tsung, he does not morph, so you can pretty much attack a player, and while you are attacking, change into somebody else. There is no delay in impersonating. One of the best characters to use seems to be Sub-Zero. When you are Sub-Zero, people will be a little more hesitant to attack you. When you turn into Sub-Zero, you should be sure to pull out his ice wand. Once it is out, you can turn into other people and continue using the wand. This weapon may be a bit defensive but it is also powerful.

versus COMPUTER OPPONENT

When fighting against the computer, your best bet is to turn into a player that can counter the computer's character. For example, when fighting Raiden, it is a good idea to impersonate Raiden. When the computer is Raiden, it becomes one cheap character. So you should impersonate him and unleash a large amount of Superman attacks. Also, be sure to use the same tactics you'd apply against a human player: Pick a character with a powerful weapon, draw the weapon out, then impersonate the character you feel will counter the computer. This will give you an advantage over the computer. Also, try to get Shinnok's breaker out as often as possible—it does do a great amount of damage. However, be wary because as you move up on the towers, it gets hard to perform your breaker.

Shinnok's Ending Storyline

Shinnok: For millions of years, I suffered in the bowels of the Netherealm. You, thunder god, are responsible for my suffering. Now, the piteous mortals of Earth will pay for my grievance.

Rayden: You have turned against your fellow elder gods. You betrayed your title. You deserve much worse.

Shinnok: But it's too late, Rayden. I win! With the elder gods out of the way, I will take my rightful place as ruler of all eternity! I can already feel the power surging from within!

Rayden: You're mad!

Shinnok: Farewell, thunder god! HAHAHAHAHHAHA-HAHHAHA (Maniacal laugh)

SONYA™

CHARACTER STORY

After her journey into the Outworld and Shao Kahn's near destruction of Earth, Sonya becomes a member of Earth's own Outworld investigation agency. Her first mission leads her to join Liu Kang on his quest to aid the troubled thunder god, Raiden. She must survive long enough to warn her government of the new menace brought on by Quan Chi.

Alternate Color

Hold Start, press HP + LK + RN

Birthplace:	Chicago, IL
Dislikes:	Black Dragon Clan
Likes:	Aerobics
Favorite Food:	Tuna on Wheat

Weapon: Bladed Wheel

CHARACTER BIO

This U.S. agent has been around since the first game. She has been tracking down members of the Black Dragon crime family for years, especially their leader, Kano. After Mortal Kombat 3, it was rumored he had been killed. Now in Mortal 4, she seeks the sole survivors of The Black Dragon.

Player Rating: 6.07

SPECIAL MOVES

Fireball

↓↘→ LP

Square Wave Punch

→← HP

Leg Grab

↓ + LP + BL

Cartwheel Kick

←↙↓↘→ LK

Vertical Bike Kick

←←↓ HK

Air Throw

BL (in air)

Sonya™

WEAPON: BLADE WHEEL

DRAW WEAPON

→ → IK

THROW WEAPON AT ENEMY

→ → IK

OVERHEAD SWING

LP

UPPERCUT SWING

HP

SPIN AND SLASH

← HP

DASH AND HARD STAB

← LP

FATALITIES

Fan Stage

↓ ← ← HK

Kiss of Death

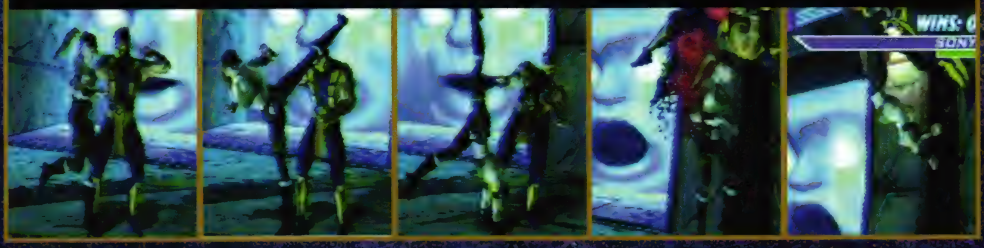
(sweep distance) ↓ ↓ ↓ ↑ RN

Sonya™

COMBOS

WEAPON COMBO

5 Hits, 33%: HK, HK, Cartwheel, ← +LP



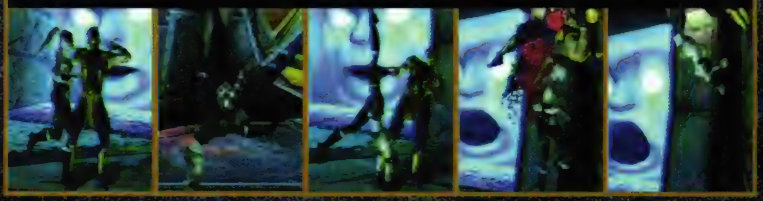
AIR COMBO

(PLAYER PUNCHES ENEMY OUT OF AIR TO START)

4 Hits, 18%: Punch, Cartwheel, Jump Punch, Air Throw

GROUND COMBOS

5 Hits, 33%: HK, HK, Cartwheel, Jump Punch, Air Throw



5 Hits, 34%: HP, HK, ↓ + HP, Punch, B, B, D HK

Max Damage 8 Hits, 40%: Jump Punch, HP, HK, ↓ + HP, Punch, Cartwheel, Jump Kick

Sonya™

STRATEGIES

versus HUMAN OPPONENT

When using the new and wildly improved Sonya, be sure to do a lot of Cartwheel Kicks. Follow them with constant jumping. Sonya is a non-stop attacker. Though Sonya is usually played as an offensive character, she can be played as a good defensive player, as well. Her Fireball is a good way to keep a player pinned down to a spot, while her Square Wave punch is also a great way to put a jumping player right back in his or her place. As with the Square Wave Punch, Sonya's Vertical Bike Kick is also a great way to take a player out of the air. She definitely dominates the air. If in close battle a player jumps up, quickly follow them up with an Air Throw. Her Leg Grab is a good offensive move, but it has been toned down since Mortal Kombat 3. She is another character that is not too easy to defeat.

versus COMPUTER OPPONENT

The computer is not human. Because of that, a lot of Sonya's moves that are powerful against a human are made virtually worthless. Her Cartwheel Kick will work on maybe the first two CPU enemies, but after that, it will only get you beaten up. The computer will jump over your fireball as well. So the only thing you can really do is to either use a larger barrage of Vertical Bike Kicks or continually jump over its back with a jumping High Punch and try to combo off of that. When the computer does jump at you, the best thing you can do is High Punch to knock the enemy high up in the air and then do your Square Wave Punch to knock him or her out of the air. This will definitely slow the computer down.

Sonya's Ending Storyline

Sonya: It's over, Jarek! Shinnok is dead. The good guys won. You're coming back with me!

Jarek: Never Sonya! I agreed to help defeat Shinnok, not turn myself in to the special forces. The Black Dragon lives on!

Sonya: The Black Dragon died with Kano. You're the last one, Jarek.

Jarek: Never!

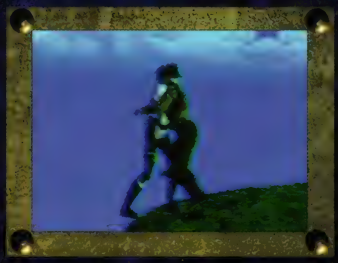
Sonya: Come in Mayor Briggs. This is Lt. Sonya Blade, over.

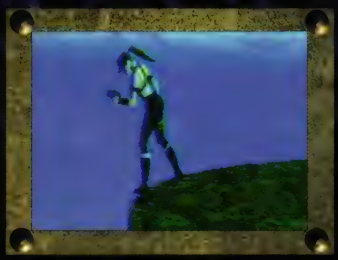
Jax: Sonya! Glad to hear you're alive.

Sonya: You actually sound happy to hear from me, Jax. Things get boring?

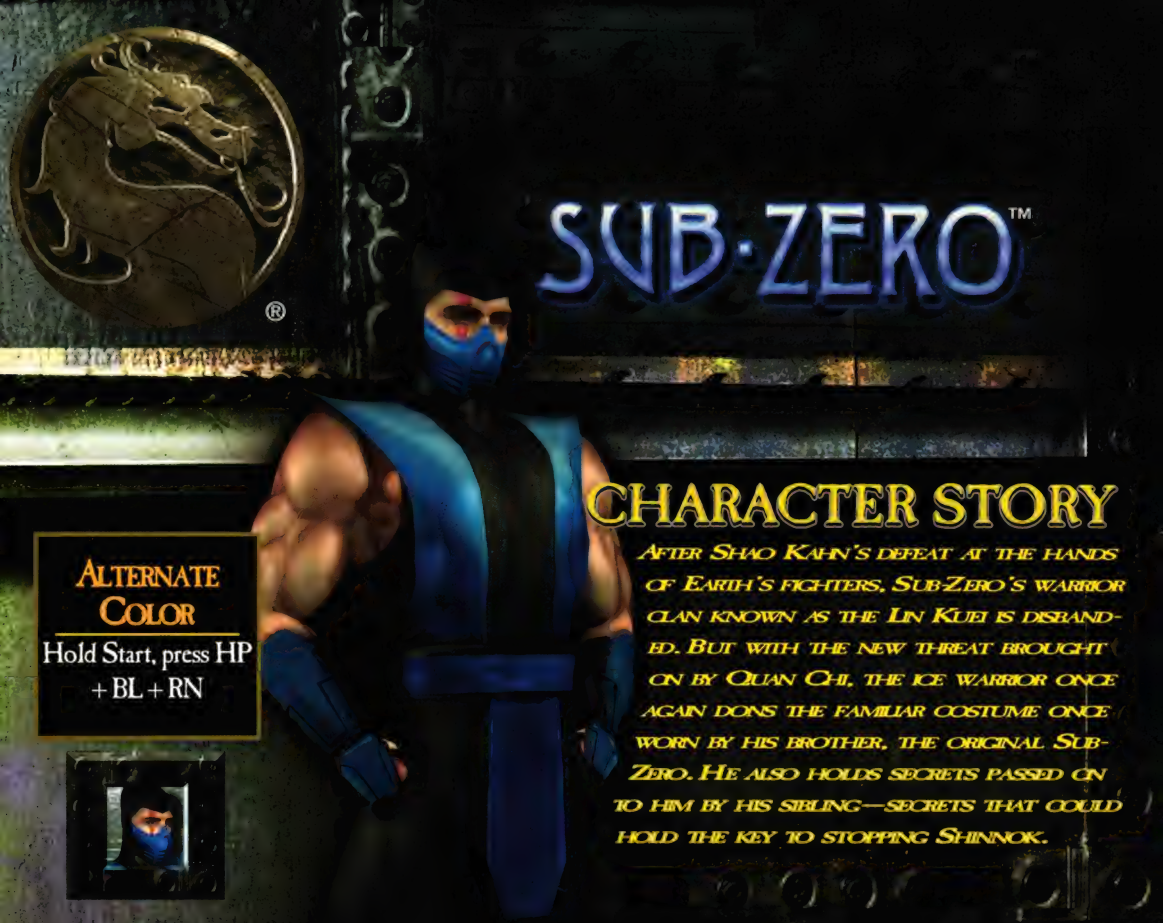
Jax: Not since you followed Liu Kang into the Netherealm.

Sonya: Well, it's over now. I'm returning to base.





SUB-ZERO™



CHARACTER STORY

After Shao Kahn's defeat at the hands of Earth's fighters, Sub-Zero's warrior clan known as the Lin Kuei is disbanded. But with the new threat brought on by Quan Chi, the ice warrior once again dons the familiar costume once worn by his brother, the original Sub-Zero. He also holds secrets passed on to him by his sibling—secrets that could hold the key to stopping Shinnok.

Alternate Color
Hold Start, press HP + BL + RN

Weapon: Ice Wand

Birthplace:	Tibetan village, China
Dislikes:	Evil sorcerers and Scorpion
Likes:	Cold weather and Skiing
Favorite Food:	Italian Ice (Cherry)

Player Rating: 7.64

CHARACTER BIO

This mysterious warrior has been around since the first Mortal Kombat. Well, at least the name has. Sub-Zero has been a mystery to all MK players. He has toggled between himself and his brother since the beginning.

SPECIAL MOVES

FREEZE BLAST

↓↘→ LP

ICE CLONE

↓↙← LP

SLIDE

BL + LP + LK

Sub-Zero™

WEAPON: ICE WAND

DRAW WEAPON

↓↘→ HK

THROW WEAPON AT ENEMY

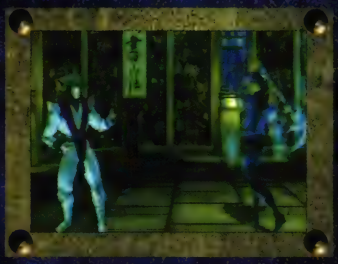
↓↘→ HK

FREEZE STAB

← LP

UPPERCUT SWING

← HP



FOREHAND SWING

HP

LEG TRIP

LP

FATALITIES

Fan Stage

↓ ↑ ↑ ↑ HK

Head Rip

→ ← → ↓ HP + RN + BL

COMBOS

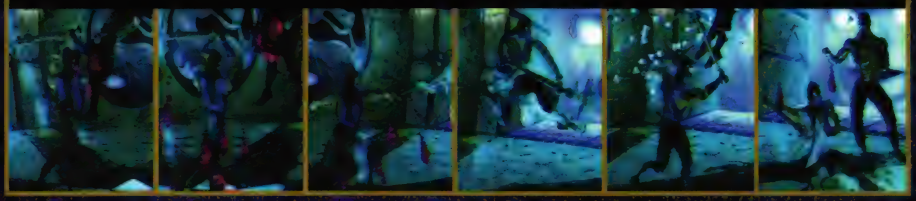
WEAPON COMBOS

4 Hits, 16%: Punch, Freeze, (draw weapon, → ↓ → HK) ← + HP, Slide

Sub-Zero™

Max Damage 8 Hits, 48%: HK, HK, Freeze, Jumping HP, HP, HK, HK, ↓↘→ HK

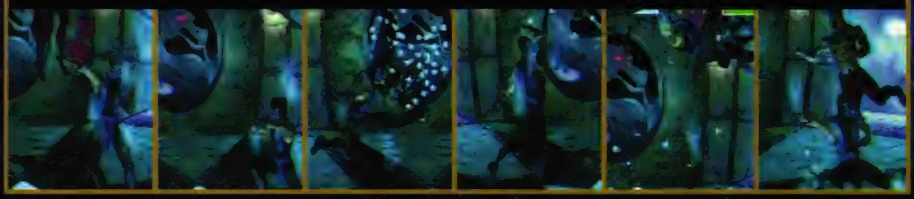
6 Hits, 36%: (ice wand already out) ← +HP, ← +HP, ← +LP, Jump straight up and hit HK, then Uppercut



AIR COMBOS

(PLAYER PUNCHES ENEMY OUT OF AIR TO START)

7 Hits, 34%: HP, HP, Freeze, Jump straight up with a HK, Uppercut, Jumping HK, Slide

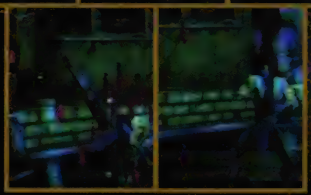


5 Hits, 19%: HP, Freeze, HP Jumping HK, Slide

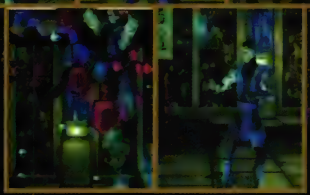
GROUND COMBOS

6 Hits, 26%: Ice Clone, HP, HK, ↓+HP, HP, Slide

Max Damage 8 Hits, 43%: HK, HK, Freeze, HP, HK, ↓+HP, ↓+HK, Slide



8 Hits, 35%: HP, HK, Freeze, HP, HK, ↓+HP, Jumping HK, Slide



Sub-Zero™

STRATEGIES

versus HUMAN OPPONENT

Sub-Zero has been totally revamped. He is now one of the most powerful in the game. Why? Well, he has his own game now, so why not? Either way, when using Sub-Zero, be sure to follow the pattern that virtually everybody uses: Open up with the Ice Clone—any attacking player will run into it. Use the Ice Wand often. This unique weapon gives you the ability to freeze up close, yet if it is blocked, it will be hard to counter. His Slide has been sped up so it is a good in close weapon. When you feel the battle is getting too hard to handle, jump away and do an Ice Clone in the air. Whenever you freeze the enemy in the air, always do a jump kick straight up and then immediately do an uppercut with a Slide. This will do mass damage and looks pretty cool, too!

versus COMPUTER OPPONENT

The computer is pretty harsh on Sub-Zero. As you move up levels, the computer will not fall for the Freeze as often. Your best offense is to play a tough defense. Let the computer attack you and wait for an opening. When you see it, freeze your opponent and do a combo where you can bring out the Ice Wand. Once the Ice Wand is out, you may go back to a defensive style and wait for the computer to jump at you. When this happens, knock the enemy out of the air with the wand. After you connect with the wand, freeze your opponent in mid-air using the wand and then start a combo.

Sub-Zero's Ending Storyline

Sub-Zero: The battle is finished. Your quest for vengeance is over, Scorpion.

Scorpion: You cannot kill a dead man. You have defeated my physical form, but my soul is eternal. You will pay for the massacre of my clan and family.

Sub-Zero: Umph!

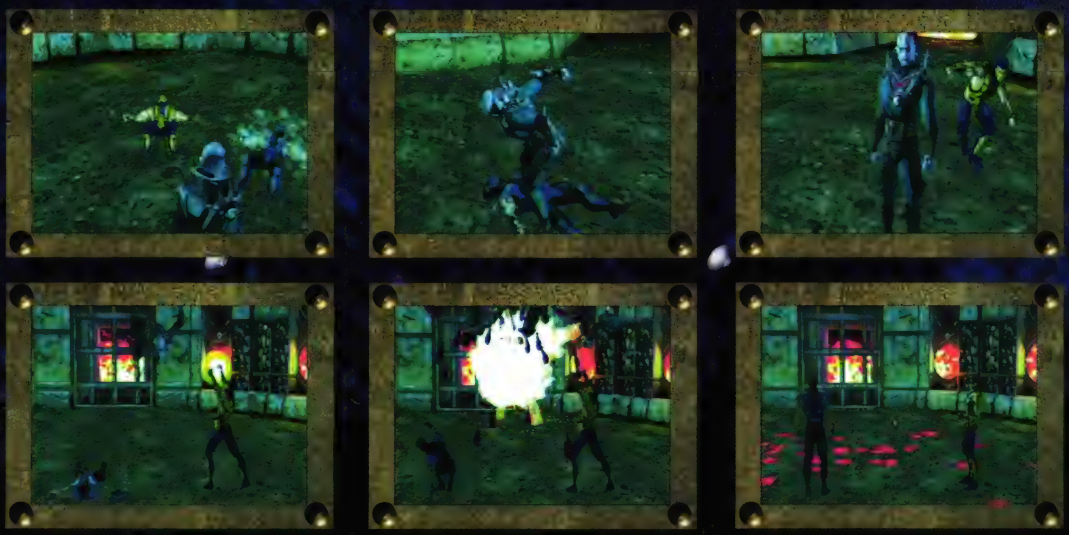
Quan Chi: Well done, Sub-Zero. Like your brother before you, you have served my purposes well.

Sub-Zero: I serve no one—not the Lin Kuei, and not you.

Quan Chi: Scorpion agreed to fight for us in exchange for freedom in the Netherealm. By killing him, you've saved us the trouble. Both you and Scorpion were pawns for Shinnok.

Quan Chi: Scorpion!!!

Scorpion: Our battle is finished. You are now freed from my curse. Live well, Lin Kuei warrior.



TANYA™

CHARACTER STORY

As the daughter of Edenia's ambassador to new realms, Tanya invites a group of refugees fleeing their own world into the safety of Edenia. But soon after Queen Sindel allows them through the portal, she learns that one of the warriors is none other than the banished elder god, Shinnok. The portal leads into the pits of the netherealm itself, and the once free realm of Edenia is now at the mercy of Shinnok.

Birthplace:	Edenia
Dislikes:	Kitana
Likes:	Boys
Favorite Food:	Banana Crunch Cake

CHARACTER BIO

Tanya is the Ambassador of Edenia's daughter. When her world is threatened by Shinnok, she joins Liu Kang, Rayden, and Sonya to help defeat his menacing force. Mortal Kombat 4 is her first appearance in the Mortal Kombat series. Though she plans to help the good guys, she still remains a wild card. Good or Evil, her intentions are presently unclear—what is clear is that she is a force to be reckoned with.

Alternate Color

Hold Start, press LP + HK + LK

Weapon: Boomerang

Player Rating: 6.50

SPECIAL MOVES

FIREBALL
↓↘→ HP

AIR FIREBALL
↓↙← LP

CORKSCREW KICK
→ → LK

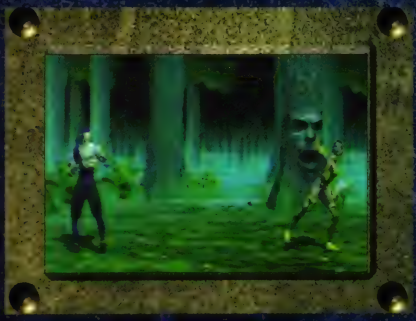
FLIP KICK
↓↙← LK

Tanya™

WEAPON: BOOMERANG

DRAW WEAPON

→ → HK



THROW WEAPON AT ENEMY

→ → HK

CROSS SLASH

← HP

DOWNWARD SLASH

HP

STRAIGHT THROW

LP

UPWARD THROW

← HP

FATALITIES

Fan Stage

← → ↓ HP

Kiss of Death

↓ ↓ ↑ ↓ HP + BL (next to opponent)

Tanya ™

COMBOS

WEAPON COMBO

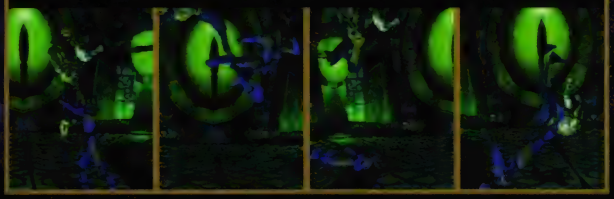
4 Hits, 27%: HP, HK, HK, → → HK

AIR COMBOS

(PLAYER PUNCHES ENEMY OUT OF AIR TO START)

4 Hits, 21%: HP, HP, Drill, Flip Kick

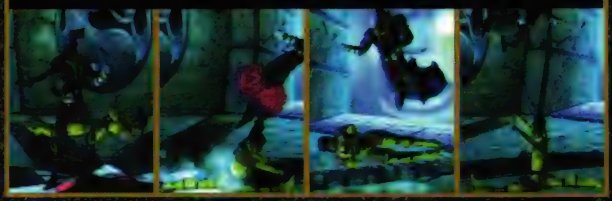
4 Hits, 27%: HP, Jumping HK, Drill, Flip Kick



GROUND COMBOS

Max Damage 6 Hits, 43%: Jumping HK, HP, HK, ↓ + HP, HP, → → LK, → ↘ ↓ ↙ ← IK

5 Hits, 37%: Drill Kick, Flip Kick, Drill Kick, Flip Kick, Drill Kick



Max Damage 6 Hits, 39%: Jumping up with HK, HP, ↓ + HP, HP, Jumping HK, Fireball

Tanya™

STRATEGIES

versus HUMAN OPPONENT

Tanya is by far one of the strongest characters in the game. She does not possess strong attacks. She does, however, possess the speed to get her moves out quickly. You can often do three moves to your enemy's one. When you try to get some distance from a human opponent, your best bet is to mix up your Ground Fireballs with your air ones. Also, Tanya's weapon is very effective as a projectile. There is no need to throw it away because it will always return to you. You can pretty much rely on your Corkscrew Kick because it cannot be easily countered even if it is blocked. Once you hit someone with the Corkscrew Kick, immediately do your Flip Kick.

versus COMPUTER OPPONENT

When using Tanya, take advantage of her quick speed. Tanya's moves are not powerful but her speed makes up for that in a big way. When fighting the computer, be sure to use your Air Fireballs as much as possible. When fighting in close, use your Corkscrew Kick. This will most likely trip the enemy up for a combo. Her power does not come from her moves, but from how many quick hits you can get off against the enemy. Do your jump over combos to gain a real advantage on the computer. And, when the enemy is trying to jump in, use your High Punch to knock him or her out of the air so you can get a combo in.

Tanya's Ending Storyline

Tanya: Follow me, Liu Kang. Raiden has asked that I lead you to him. He has something special planned for us.

Liu Kang: Tanya... what's going on?

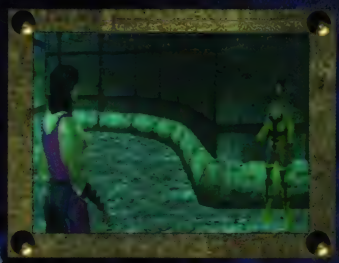
Tanya: I don't know what Kitana's got on you. Can't you see Liu Kang, this is a trap!

Liu Kang: What?!

Quan Chi: Welcome, Shaolin warrior. Your Thunder God is beaten. Earth's warriors are destroyed. Do you wish to beg for mercy from your new master, the Lord Shinnok?

Liu Kang: Never, Sorcerer!

Shinnok: Fool! Hahahahahahahha!



Versus Screen Kodes

Entering Kodes on the Versus Screen

In a two-player game, you can enter kodes that will alter the game play in some way. In order to enter the kodes, you must mix and match a set of six icons. Each player controls three of the six icons. Player 1 controls the first three, and Player 2 controls the last three. The icons are changed by pressing Low Punch for the first icon, Block for the second icon, and Low Kick for the third icon. You may also hold up on the joystick while entering these kodes—this will make the icons toggle backwards.

Two-Player Versus Screen Kodes

In the table below, the first column gives the name of the Versus Screen kode.

The Player 1 and Player 2 columns indicate the number of times the player must press each of the three buttons which correspond to the three icons he or she controls. For example, to enter the Armed and Dangerous kode, the table indicates 4,4,4 for both Player 1 and Player 2. This means that both players must tap all three of their buttons (LP, BL, and LK) four times.

Finally, the final column describes the effect that each kode will have on game play.

Kode Name	Player 1	Player 2	Effect
Free Weapon	1,1,1	1,1,1	One random weapon falls into arena
Throwing Disabled	1,0,0	1,0,0	Disable Throws
Armed and Dangerous	4,4,4	4,4,4	Weapons drawn at start of battle
Silent Kombat	6,6,6	6,6,6	No Music while fighting
Explosive Kombat	0,5,0	0,5,0	Losing player will blow up during 1st round
Random Weapons	2,2,2	2,2,2	Player draws a random weapon (not their own)
No Power?	1,2,3	1,2,3	Players get one hit to kill opponent
Many Weapons	5,5,5	5,5,5	All weapons are in arena
Randper Kombat	3,3,3	3,3,3	Players change into someone else every few seconds
Weapon Kombat	0,0,2	0,0,2	Weapons drawn, can't drop weapons
Noob Saibot Mode	0,1,2	0,1,2	Unknown
Red Rain	0,2,0	0,2,0	If done on rain board, rain will be blood

About the Authors

James Fink has been actively involved with video games since the 70s. With the arrival of the '90s, James found himself not only playing the games, but active in their development, working for Acclaim Entertainment. While there, he was first introduced to Mortal Kombat. His passion for the game grew, and he became one of the top players while working on the conversion from arcade to home. He has since written several books on the MK series and hopes to continue doing so. James has been involved in many other titles, including Brady's *Official Mace: The Dark Age Strategy Guide* and *Official Mortal Kombat Mythologies Strategy Guide*.

James is also involved with the designing and implementing of large based networks and ATM switching equipment. He is an internet buff, and you can catch him popping up as *jamessmk* on the IRC chat system at *#mkx*, or visit his web site at *www.fighteredge.com*.

Richard D'Angelo is in his last year of film school at C.W. Post College. He plans on attending graduate film school. Rich has written and directed three films and is in the process of shooting another. Mortal Kombat to Rich is like a passion—no another series comes close. He is a video game maniac, playing everything from handhelds, N64, and PSX to arcade games. Rich is a '90s guy who lives off the Internet, his video games, and the movies. Action!

Acknowledgments

James Fink: I would like to thank the following people for their support and dedication to me or to the projects in which I have been involved: my Mom and Dad, Chris, Cindy, Shadow, and Alex; my lovely girlfriend, Jennifer Coburn, and our kitty, Shiloh (they were both soooo patient); Rich D'Angelo for helping me out on the past few projects; Knitten, Alf, and Pook; all the members at Fighters Edge; The MK Extreme team (OSX, F/X, Malitor, Trash, Sven, and Ermac); Joe Libertella, Joe Alloco, and the Lavelle and Lupo clans; Tony and family; Jennifer's family; Jessica McElvaine, Bizzy Pogue, Cindy Pogue, Bagel, and Good Larry; Debbie McBride for the opportunity to work with her on various projects, as well as David Cassady, Michael Owen, David Waybright, and all the editors at Brady; and last, but certainly not least, Ed Boon, John Tobias, Alex Gilliam, Brian Lebaron, and the rest of the MK team at Midway. Thank you all!

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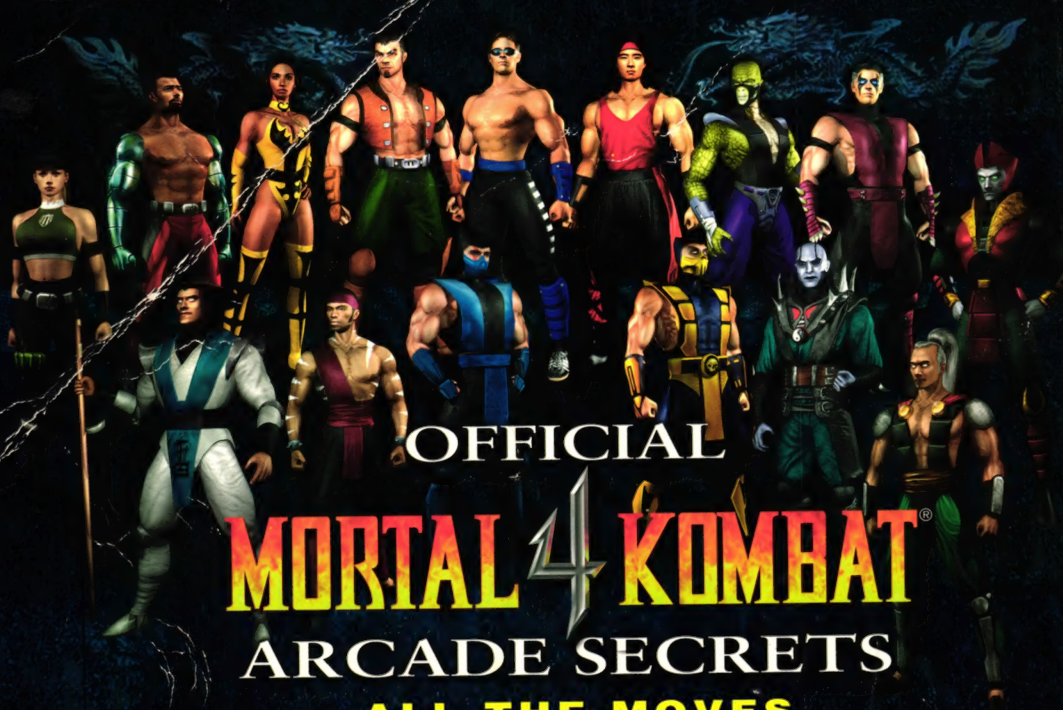
More Codes Coming Soon!

For an updated list of MK4 codes, check out Brady's Web site at www.bradygames.com.

UNLEASH THE POWER!



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